Catch That Train

Type: Video Game

Experience:

Player starts out as the Marlboro Unlimited leaves him behind and starts to pull away. He now has four minutes to catch up with the train using a range of vehicles at his disposal. He starts out on the dirtbike, jumping over rocks and gulleys, to gain on the speeding train. As the train starts uphill, the ground starts turning to snow. The player has to respond by morphing his dirtbike into a snowmobile. If he does it too late or too soon, he'll lose valuable time. Other terrains require other vehicles, with the common objective of getting close enough to climb back on the train. Each player gets timed for how quickly he gets aboard.

Support elements:

. Multiple computer stations
. Joystick/controller accessories

Ballpark estimates:

. Time 12-16 months
. Cost $0.8 -1.5mm

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Source: https://www.industrydocuments.ucsf.edu/docs/jmgn0004